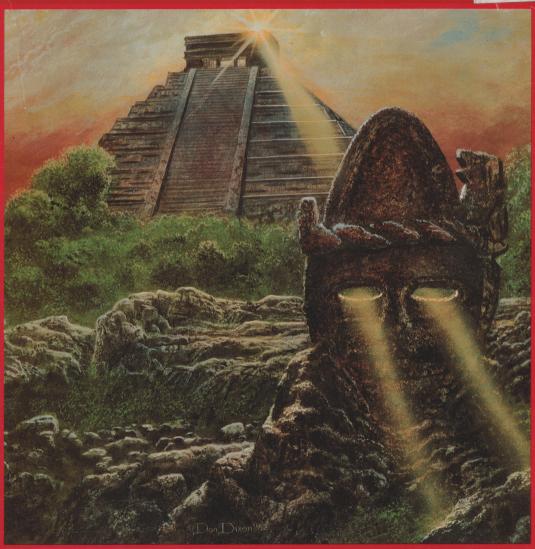
THE MASK OF THE SUN





APPLE II + /IIe/IIc

Disk • 48k • 1 Player Keyboard

THE MASK OF THE SUN

by Ultrasoft, Inc.



GRAPHIC ADVENTURE

THE MASK OF THE SUN™ by Ultrasoft, Inc.
Written by Alan B. Clark, Larry Franks, Christopher P. Anson.
Graphics by Margaret Anson.
Written in ULTRAcode.™

- ▶ A gripping story line full of adventure and intrigue
- ▶ Detailed graphics and superb animation add dimension to each scene
- ▶ *Intelligent text interpretation allows you to use everyday English*

THE GOLD LEAF LETTERING ON YOUR DOOR SAYS "Mac Steele/Archaeologist, Seeker of Lost Treasures," but it might as well say "Out-to-Lunch."

YOU WAKE EACH DAY IN A FEVER, your health rapidly slipping away, your body deteriorating. And all because of that blasted amulet! The one you wrestled from your not-so-esteemed colleague, Francisco Roboff, to settle an old debt. Roboff uttered something about a mysterious curse. You laughed at such nonsense. But you're not laughing anymore.

ALL OF YOUR FRENZIED RESEARCH has turned up only one clue for a cure to the amulet's curse: It is connected somehow to the Mask of the Sun, a legendary Aztec treasure that may or may not exist. Countless expeditions have sought the Mask; none have succeeded. Your chances are somewhere between slim and none, but you have no choice. You must find the Mask, or you will surely die a horrible death.

YOU WORKED DAY AND NIGHT, grinding out an endless barrage of queries to every college, university and freelance adventurer south of the Rio Grande. There is only one reply: a cryptic note from a Professor de Perez at a remote, no longer accredited branch of the University of Mexico. He claims to have a map leading to the unexplored ruins of an Aztec city deep within the jungle. You





are to meet him at a hidden airfield where he will provide you further clues. There, you will begin a desperate attempt to penetrate the mysteries of a lost civilization, mysteries that hundreds of years of archaeological study have failed to illuminate. You will encounter native guides who may lead you or mislead you. Tools that may be your salvation or your undoing. You will delve into mysteries the likes of which you have never dreamed, as you move through a world totally alien to everything you know.

YOUR QUEST WILL END either in the shining glory of the Mask of the Sun, or the horror of a dark and unrecorded death.

